

**Clayton Parks and Recreation**  
**Coed Indoor Volleyball League**  
**Rules and Regulations**  
*Revised 01/2011*

1. This league follows U.S.A.V. rules except for the following.
2. A team will be allowed 5 minutes past the official game start time to produce a minimum of four roster players before a forfeit is declared. The clock will start at the official game time regardless of how many players are produced.
3. Teams may play games with a minimum of four players and a maximum of six players. Teams must play with an equal or greater number of women to men on the court.
4. The league will consist of an eight-week regular season followed by a single elimination tournament. The winning team will receive championship t-shirts.
5. Tournament seeds will be determined by overall record. If teams finish with the same record the better seed will be determined by head to head record with teams tied. If there is still a tie, the winner will be determined by margin of victory in head to head scores.
6. Each match will be rally scoring and consist of three games or one hour. Each game will be played to 25 points and you must win by two with a cap of 27. If the last game begins after 45 minutes into the match, the game will be played to 15 and you must win by two with a cap of 17.
7. Overhand and underhand serves are allowed. Jump serves are not allowed.
8. Free substitutions are allowed.
9. If the ball is hit more than two times on your side, both hits by a male player; then a female must make contact with the ball before it passes over the net. Failure to do so will result in a point awarded to the other team and side out.
10. Only the captain can question the calls or be the player to voice any concerns during the match.
11. If a team forfeits two weeks during the season, the team will be removed from the league with no refund given.
12. If a team forfeits, for any reason, that game will not be rescheduled.
13. When serving the ball, the player has five seconds to make contact with the ball before a side-out is called.

14. The serve can be returned with a pass or a set. The serve cannot be blocked or attacked at any time.
15. The 'let' service - If the ball touches the net on a serve, it is considered a live ball.
16. Any player or captain, who threatens any league official or representative in any way, will be suspended indefinitely. This may also result in team penalties or loss of game.
17. Any player fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league indefinitely.
18. All issues regarding officials must be addressed immediately with the league supervisor.
19. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any item needed to be passed along or addressed to the team.
20. It is the duty of the captain to relay all information given to his/her team.
21. All teams must have a roster/waiver on file with the league supervisor. All rosters must be turned in before the first game of the season. No additions may be made after the third week.
22. Rosters may be checked prior to the start of the game. An illegal player will result in forfeiture of game.